

ASSASSINNPC

ROLL ME A RANDOM ENCOUNTER



5E GENERATOR

RANDOM ENCOUNTERS WITH A HEALTHY DOSE OF ATTITUDE

ASSASSINNPC

ROLL ME A RANDOM ENCOUNTER

**“ROLL ME A RANDOM ENCOUNTER” GIVES YOU 360
RANDOM ENCOUNTERS TO ROUND OUT ALL
YOUR ADVENTURING NEEDS.**



All visuals and literature are created by Assassin NPC unless otherwise stated. Legal stuff legal stuff legal stuff. More legal stuff. Pretend there's ultra secret and important legal stuff here.

Honestly I just want you to have fun with your friends :) go nuts, you legend!

A note from your author...

Do you believe in divine encounters?

Those moments that happen during your day that feel rigged, set up, or perhaps too good to be true?

Almost like they were designed to fit right into your life in some unique way?

Or perhaps you feel like the encounters in your life are designed to hunt you down or wear you out?

Maybe you've experienced encounters in your life that feel supernaturally targeting you for some malicious purpose?

Perhaps it's by chance. But that would be wild if it was by design.

Enclosed in this book, you'll find hundreds of random encounters designed just for you.

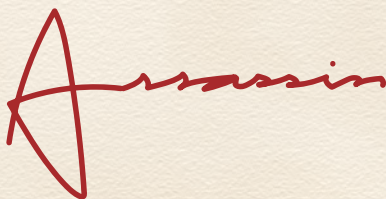
And who knows? Maybe one day, you'll meet your Designer.

I hope you enjoy, and don't forget,

You're a legend.

Sincerely,

Your NPC Assassin

A stylized, handwritten signature in red ink. The word "Assassin" is written in a cursive, flowing script. The first letter 'A' is large and loops around the rest of the word, with a horizontal line crossing through it.

Wild Encounters (100)

This table is for all your encounters that take place outside of a civilization!

1d100 Wild Encounter

1	A wealthy landowner in tattered clothes is stumbling through the underbrush, exclaiming his servants have claimed his manor for themselves, and kicked him out.
2	A runaway slave is carrying a large supply of stolen poppy in a sack thrown over his shoulder.
3	A turtle is trying to teach baby turtles how to swim.
4	A red-robed aarakocra with injured wings is trying to find his way back to civilization.
5	A pimped-out bugbear with a monocle is on his way to the jungle casino.
6	A group of dragonborn warriors are sitting on boulders and logs, sharpening their blades.
7	Two dwarves are arguing about the value of a block of pink quartz.
8	A smitten wood elf is reading his handwritten poem to his wood-elf girlfriend while they sit high up in a tall tree.
9	A lone wood elf completes their daily workout routine in a forest clearing.
10	A sea elf attempts to explain the unethical practices of harvesting and selling fish to a grizzled old local fisherman.
11	A firbolg hums happily with a sack of potatoes thrown over her shoulder as she makes her way from her farm to the nearby hamlet.

12	Two elderly firbolg gentlemen argue as to whether the bird they saw earlier that morning was a robin, or a sparrow.
13	Two goblins are playing a form of marbles with knucklebones using a circle drawn on the dirt. It appears a half-eaten apple is on the line.
14	Three goblins tell jokes to each other on a log, and laugh hysterically, sometimes falling off.
15	Two goblins dig up a large carcass while a third one "oversees" the work.
16	A harengon mother forces her children to eat their broccoli.
17	Two lost, grumpy-looking halflings complain about how hungry they are to each other, and how much they could eat "right now."
18	A half-elf chases after a visibly angry village maiden who is stomping away, shouting after her, "but I don't love her! It's not what you think it is!"
19	A goliath is sitting on a large rock, happily eating away at a tiny roasted quail he just cooked over a smoldering fire.
20	An armoured hobgoblin is explaining basic combat maneuvers to an outdoor class of confused-looking goblins.
21	An armoured hobgoblin is having a heated argument with an upset-looking, loincloth-wearing bugbear.
22	A gray-haired hobgoblin is playing catch with his mastiff, saying "who's a good boy?" an awful lot.
23	An elderly kenku harvests herbs from a nearby tree for her spice kitchen.

- 24 Five kobolds transfer sturdy wooden beams for a tunneling project their colony is working on two kilometers away.
- 25 A battle-scarred orc meditates cross-legged on the top of a hill facing the other direction from you as he takes deep breaths and searches for inner peace.
- 26 A tabaxi kitten is dragged by his mother while he literally cries over his spilt milk.
- 27 A hooded tiefling on the way to the nearest town sees you, but wants to be left alone.
- 28 A partially hidden yuan-ti is taking a lazy nap under some tall grass.
- 29 A plump, wandering cow with a noisy bell around its neck lumbers through the wild.
- 30 A group of five gnolls argue about whether or not to cook their dead cow before eating it.
- 31 A warhorse clad in armor roams freely, chomping on grass. Its owner is nowhere to be seen.
- 32 Two giant ants ferry off a struggling halfling in the direction of a massive anthill on the horizon.
- 33 A wild herd of axe beaks stampedes through the wilderness.
- 34 A black bear lazily hangs on a branch high up in a tree, taking a nap after having stuffed itself full.
- 35 A large group of bats hang on a large ominous tree, trying to sleep the day out.
- 36 A group of vultures circle a dying griffon.
- 37 A troupe of well-guarded traders traveling with three elephants loaded to the brim with foreign goods make their way to the nearest town.

- 38 A dire-wolf drawn trailer carries a wanted criminal to a faraway outpost.
- 39 A black cat with yellow eyes watches you pass by from the bushes.
- 40 A canary feeds her young in a low-hanging nest.
- 41 A group of roving bounty hunters with wide-brimmed hats and bandanas are mounted on powerful steeds, galloping through the wilds looking for a wanted criminal with a hefty bounty.
- 42 An ape uses a stick to eat termites from a termite mound. If spoken to, he speaks back.
- 43 A distraught youth is looking for his father's missing mules, accompanied by his gnomish servant.
- 44 A giant centipede is fighting a stamping stork.
- 45 A majestic elk that likes winks coyly at your players.
- 46 A group of hyenas laugh hysterically, but their bony frames suggest they are famished.
- 47 A massive tiger lays in wait for a gazelle grazing 50 ft. away from it.
- 48 A pack of wolves create a circle as two larger wolves tussle it out in the center to determine who's the alpha wolf.
- 49 A weasel slinks to its burrow with its teeth sunk into a large hunk of moldy cheese.
- 50 A baboon sits on its butt while contemplating the circle of life.
- 51 A mammoth and her calf drink from a nearby watering hole, spraying any who come too close with the water from their trunks.
- 52 Two wild boar locking tusks tussle it out.

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| 53 | A herd of wild billy goats lazily grazes on everything they can get their teeth on, leaving nothing behind. | 66 | A rat is attracted to the smell in one of your players' shoes. |
| 54 | A pure white stag as large as an elephant solemnly watches the party from a distance. | 67 | A raven swoops down, stealing one of your player's rations. |
| 55 | A large swine charges the smallest looking creature in your party to assert its dominance. | 68 | A group of gnomish paleontologists with a dragon born guard dust away at the fossilized remains of a diplodocus. |
| 56 | A distressed, braying, manicured pony covered in tassels got left behind by the traveling circus. | 69 | A patient, traveling woman of the night attempts to scam your players out of their gold with her wit and charm by initiating a long term relationship. |
| 57 | A lost cocker spaniel puppy meanders up to your players and pees on one of their shoes. | 70 | A goblin tries teaching his monkey how to count to ten. |
| 58 | An elderly knight lays asleep at the foot of a sturdy oak tree. Nothing will wake him from his magical slumber. | 71 | Threescore does graze peacefully while their buck challenges one of your players with its enormous antlers. |
| 59 | A worried monkey with an injured leg scratches its head in distress. | 72 | A proud hunter cleans and preps his kill for transport - a giant boar. |
| 60 | A hare scampers away from an eagle, only to get clutched in its talons and whisked away. | 73 | A horse-drawn carriage, home to a traveling tavern, is looking for armored bodyguards to the nearest town, and will pay with his first night of earnings upon arrival to the town. |
| 61 | A crocodile near a watering hole successfully snatches a screaming wild boar between its jaws as it wrestles the boar back into the water. | 74 | Two sporty-looking elves are out mountain climbing for fun. |
| 62 | A posse of badgers hiss at a venomous king cobra. | 75 | A messenger on a horse attempts to burst past the party at breakneck speed. He's got an important message to deliver to the king. |
| 63 | A large brown bear is stuffed full with meat, and is too tired to get up once it sees your players. | 76 | A pile of hair from at least four different creatures lay in an ominous heap. |
| 64 | A blood hawk screeches overhead, diving for one of your players before taking off, disappearing into the skies. | 77 | Thirteen bright-red mushrooms sprout out from a 3 ft. tall pile of compost. |
| 65 | The grass your players begin to walk on is infested with frogs that leap for their lives as your players march forward with each step. | 78 | The smell of stewed lobster mushrooms wafts in the direction of your players. |

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| 79 | A black panther stalks your party from a considerable distance. If approached, it will attempt to flee. | 90 | A smoldering cigar butt lays on the ground. If your players do nothing, it starts a wildfire behind them shortly thereafter. |
| 80 | An elderly couple driving a horse-drawn carriage bicker as elderly couples do. They are clearly lost, and have no clue where to go. | 91 | Rumor has it the trees are sentient in this region. Your player with the lowest perception is convinced they just saw a tree move. |
| 81 | A tiny gecko crawls up on one of your players, emotionally attaching itself to them until the next time your players enter civilization, at which point it runs away back into the wilderness. | 92 | A dejected preacher roams the wilderness, convinced that no one wants to hear what he has to say. |
| 82 | A baby crocodile waltzes its way onto the path, and attacks one of your player's boots. The foot-long creature deals 1 piercing damage with each bite. | 93 | A radical preacher roams the wilderness, sharing passionately to all he meets about what he firmly believes in. |
| 83 | A circle of druids work together with goliaths to create a stonehenge-like structure. When asked what it is, they call it, "the stargate". | 94 | A pride of lions relaxes lazily in the sun. The large male will challenge anyone who comes too close. |
| 84 | A dragon flies by hundreds of feet overhead. The beating of its wings can be faintly heard. It doesn't seem to notice your party. | 95 | A watering hole is attracting all kinds of wild animals your players don't normally see. They all leave once your players arrive, except for the brave (and very territorial) hippos. |
| 85 | A dragonfly lands on one of your player's heads. It dies there, its legs getting stuck in their hair. | 96 | Ripe avocados appear to grow bountifully in this area. A tabaxi gardener stops by once a week to tend them. |
| 86 | A song bird lands next to one of your players. It looks like it wants to tell them something, but your players can't quite tell what it wants to say. | 97 | The tabaxi, "Wallace Grump," is fuming because travelers keep picking the avocados from his garden he works so hard to grow. |
| 87 | The smell of smoke reaches your player's nostrils. It appears a wildfire is raging in the distance. | 98 | A stairway leading to nowhere rises a dozen feet up into the sky. |
| 88 | Lightning strikes a dead tree within sight, starting a wildfire. | 99 | A mysterious black book lies closed on the ground. Its hundreds of pages remain empty, except for a page about halfway through which says in messy ink handwriting, "run." |
| 89 | It appears a shack in the wilderness had its cooking stove on too high for too long, starting a wildfire. | 100 | A peacock with bright feathers approaches one of your players and begins pecking at the back of their boots wherever they are not looking. |

Underdark Encounters (20)

This table is for all your encounters that take place in the underdark!

1d20	Underdark Encounter
1	A duergar picks away at a shiny piece of metal with a grin on his face, but quickly turns sour when he sees your players walk by.
2	Two giant spiders fight over an unconscious duergar wrapped in webs.
3	Glowing blue grass appears to grow from the ground. The grass whispers embarrassing slander about the players as they walk through the grass.
4	A muscular orc appears to be physically training for some sort of hand-to-hand brawling match. He promptly runs away upon seeing your players.
5	An arrow flies through the air from the ceiling, landing at your party's feet. It mysteriously seems to have had no origin.
6	Glow worms poop their filth onto the ground below. Eating it makes the players hiccup uncontrollably for the next 24 hours.
7	A row of wild boar heads line the ground, as though on display for some macabre reason.
8	A suspension rope bridge lies across the path, flush against the ground beneath it for no apparent reason.
9	A large etched inscription on the ground reads, "Please, make yourself at home!" In undercommon, followed by a bleached skull with a charcoal smile drawn on it.
10	An umber hulk poops a ginormous-steaming deuce, then burrows into the cavern walls.
11	A drow mistress whips her four slaves into order as they search a pile of rubble for something important.
12	A freshly-turned drider sobs at his monstrous, cursed appearance.
13	A normal looking tree grows from a normal looking patch of grass with normal looking flowers and a normal amount of... sunlight?
14	Three drow sing drinking songs in undercommon.
15	A drow angrily yells at another drow as he tries to explain to his peer how to ride a giant spider.
16	Three drow pilgrims bring their sacrifices to pay homage to Lolth.
17	A colony of giant ants are carrying humanoid bones on their backs to build their towering ivory anthill.
18	A large, talking mole asks your players if they know the way.
19	Twelve dried fish lay strewn about the ground, as a mad human being reaches out to place the scattered fish back into his pouch, muttering, "They're all I've got."
20	Four duergar with picks and shovels on their shoulders march off to the mines singing a marching tune with gruff, marbley voices.

Acknowledgements

My Incredible Patrons

I would like to thank all of my incredible patrons! The Good ones, the Great ones, The Bright ones, the Brilliant ones, and the Magnificent ones! Your generous contributions help keep this content coming, and I want to thank you very much for your support. I want to especially thank those who supported my work before this compendium was released. You believed in me and my work before I became popular, and I will never forget that. Thank you, from the bottom of my heart.

My Instagram Community

I am delighted to extend a special “thank you” to my incredible community of dedicated followers on Instagram! You helped me come up with a number of the ideas and concepts that are found in this compendium. Your continued support of @assassin_NPC on instagram is valued, recognized, and highly appreciated. So thank YOU!

My YouTube Community

I’m incredibly blessed by the recent development of my YouTube community! For those who watch my videos and support my channel, thank you so much! Your thoughts and comments on my videos mean so much to me, and I read each and every single one of them.

My Inspiration

Finally, I want to thank God because he gave me the idea to start my Instagram account, to post these silly roll tables, and to branch out into compendiums and YouTube for you. All my greatest ideas have come from him. He truly is the best.

Thank you for reading this! Before you go, I just wanted to say that you matter, you are more valuable than you know, and your life has a purpose far greater than you can see today. Revelation is coming.

THERE IS MORE
TASTE AND SEE

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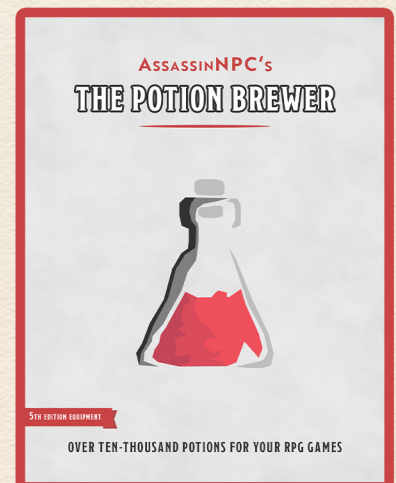
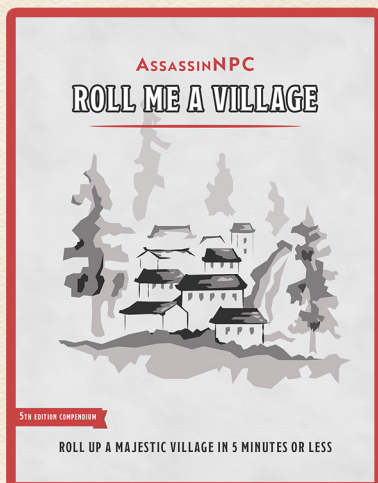
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TO MAKE YOU
LOOK GOOD.**

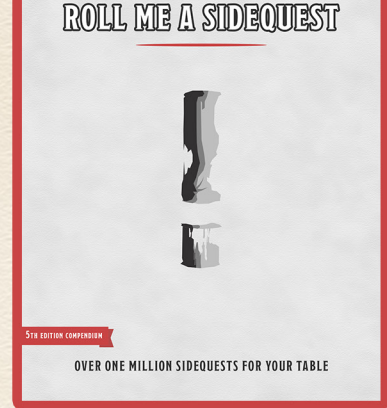
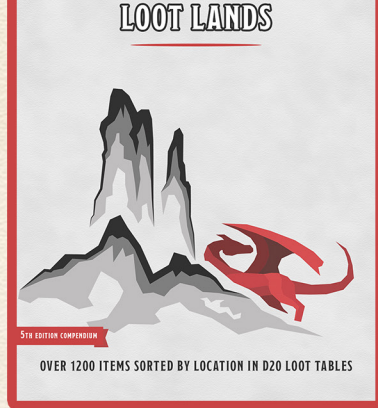


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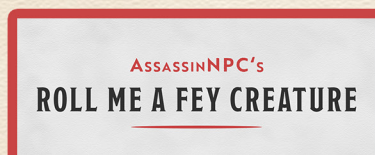
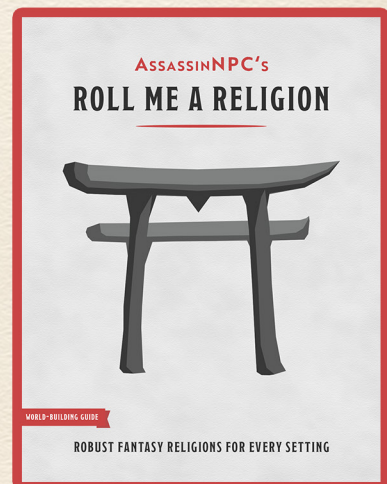
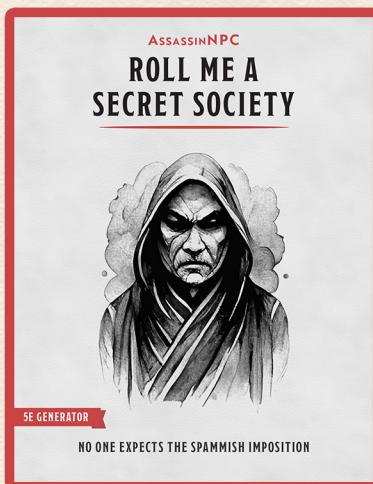
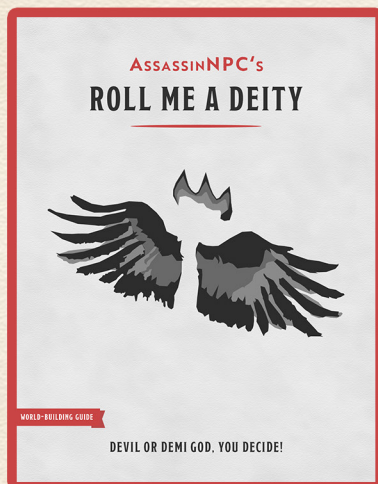
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